ABSTRACT OF THE DISCLOSURE

A game machine includes a CPU, and when a game cartridge is loaded in the game machine, the CPU is electrically connected to a ROM in the game cartridge and a flush memory having two backup areas. Game data generated according to progress of a game is stored (renewed) in a work memory, and last game data is written in the backup area according to an instruction of a user, for example. When the last game data is written, the CPU selects as a write-objective backup area stored with the game data having an older writing time. At this time, if writing to the selected backup area cannot be performed, overwriting of the last game data on the game data written immediately before is prohibited so as to leave the game data one generation ago.